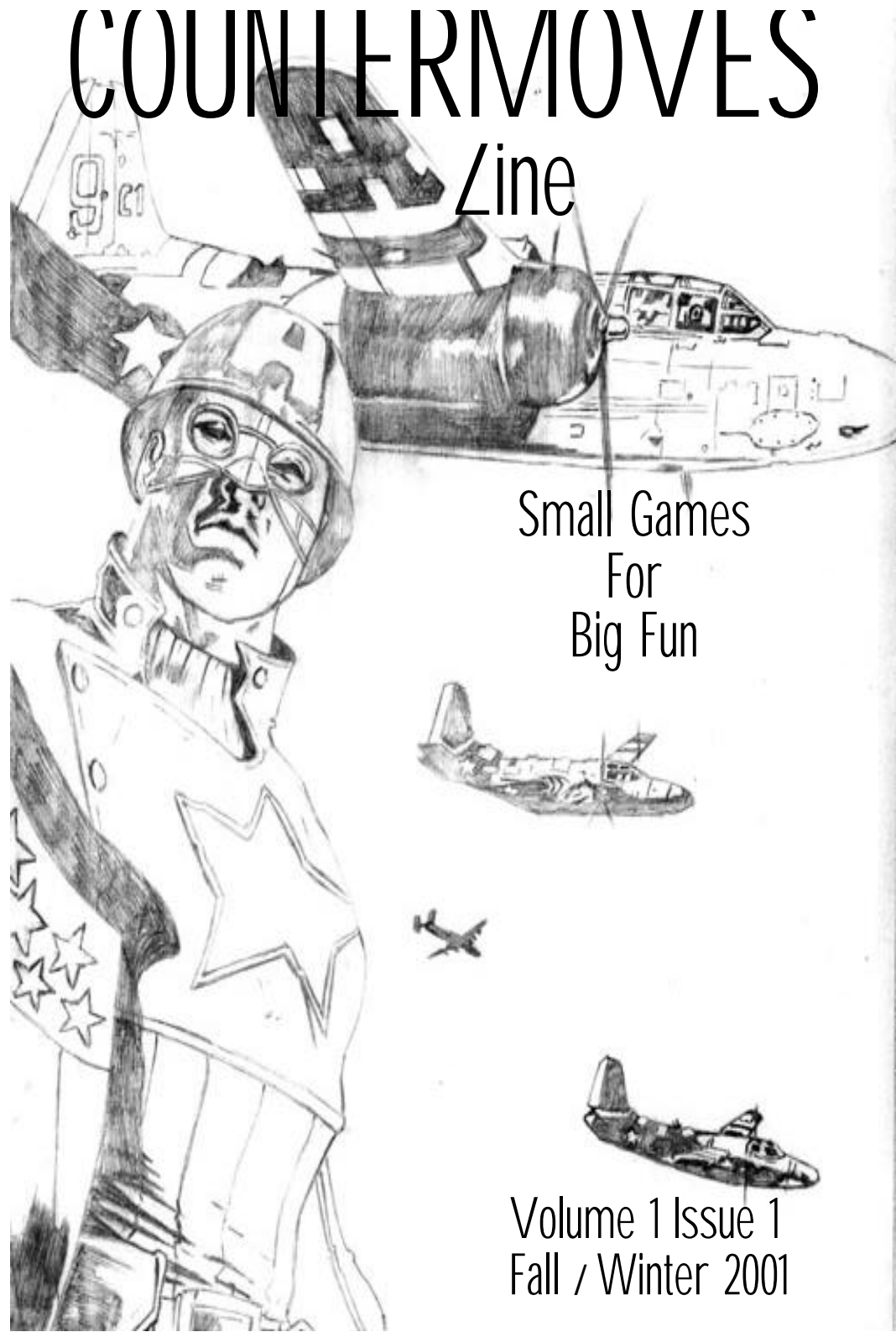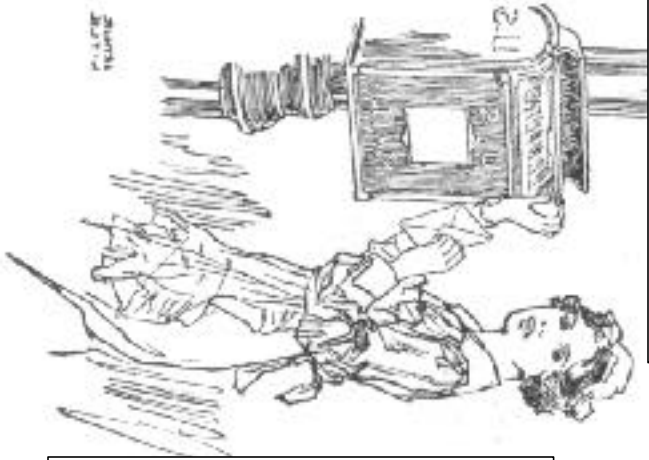# COUNTERMOVES
## Zine

Small Games
For
Big Fun

Volume 1 Issue 1
Fall / Winter 2001
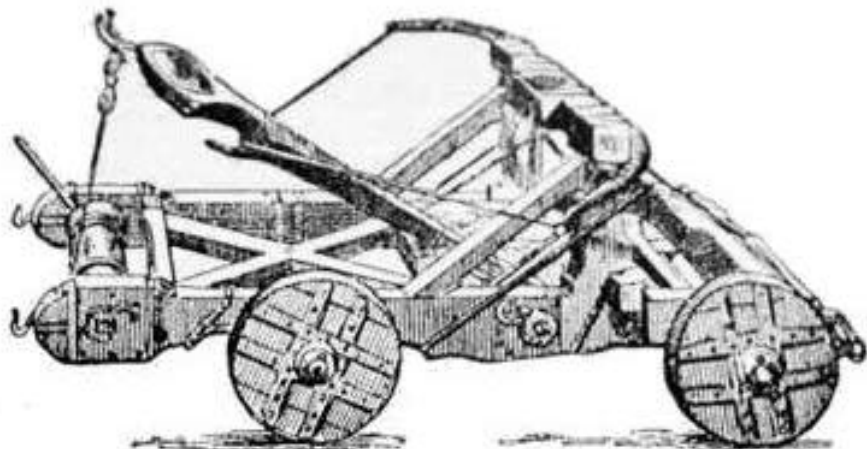
Countermoves
From:

To:

Place Stamp
Here If
Mailing

# COUNTERMOVES ZINE

Volume 1 Issue 1    Fall Winter 2001

# In This Issue

If you liked what you have read then come join us at www.countermoves.net  We are open to article, game and artwork submissions as well as any suggestion, ideas and friendly banter you might have about the zine.

Also remember to pass a copy of this zine on to anyone you think might find it of interest. If you are a member of a gaming group, a game store owner, a teacher, or at all interested in offering this zine up to others, by all means feel free. Under the GFDL you are more than welcome (in fact take this as encouragement) to spread the zine far and wide. If you would like an electronic version of the zine to print a fresh copy of please visit us at **www.countermoves.net** or at the Countermoves YahooGroup.

The YahooGroup is set up for works in progress, distributing finished works and a place to collaborate on Countermoves projects; think of it as the Countermoves Kitchen. If you go there you will find many of us cooking up the raw bits and pieces that go into making the finished products we offer. If you would like to join us in the kitchen to cook up future Zines, Zinelettes, games and other publications feel free to join us at

**http://groups.yahoo.com/group/countermoves/**

Until next time, keep playing and creating.

# End Notes
### By Tom HIggins

And so the first issue of The Countermoves Zine draws to a close. It has been a great ride from the inception of the idea in September 2001 till now, December 15th 2001, and this is just the beginning. The ideas that I initially had for the Countermoves Philosophy came from many different sources, both game related and non, and has struck a chord with those who have come across it.

The idea was simple; to be able to share games and game related items both in print and in electronic format.

Print was important; there is something about holding a paper zine in your hands and reading it cover to cover that resonates differently than reading the same information on your computers monitor.

The other goals were to make it easy to distribute and to steer clear of copyright wranglings. Far too often good ideas get buried in red tape and legal maneuverings or simply don't get published because of cost constraints. By keeping Countermoves lean and distributed via a guerilla network the hope is that the cost of passing it around will be negligible at best and philanthropically covered at worst. The authors and game developers we have come in contact with are all of the type that legal problems and copyright issues simply will not be a problem.

Putting this zine , and other Countermove publications, out under the GNU Free Document License (GFDL) also helps us steer clear of any problems with copyrights, distribution and the like. Under the GFDL you can copy and pass on this zine so long as it all stays intact. That's the short version of it, for a full look at the GFDL point your browsers to **http://www.gnu.org/copyleft/fdl.html**

# Editorial Ranting

## Welcome To Countermoves

*So what's all this then?*

The simple answer is, it is an attempt to put down on paper some of what excites a few people about gaming. The more complex answer is going to take a few issues to deal with. For now lets just say that a few gamers have the need to publish some of the cool stuff they see around them, and to possibly spur on more people to not only get into that cool stuff but create more of it. Big trees come from small seeds and if this zine does anything at all it will hopefully spread around some seeds.

The type of games that you will find in this zine will be varied. The only real criteria for what we will cover here are games that make you think and subjects related to them.

This would cover, but not be restricted to war games, board games, dice games, card games, abstract games, role-playing games, etc. Some of the games that the zine will cover will not interest you. That's a good thing, because if you turn the page odds are you will find something that does interest you. Countermoves will try to have an open scope rather than a limited one. Magazines focused on just one or two type of games are great; I would not give up my copies of Strategy & Tactics for all the Pay Pal cash on the Net. But they are out there already being done, and done really well.

What Countermoves will look like will change from issue to issue. In the same issue you might find a PHD level thesis on Alexandrian tactics, a review of the new *Magic The Gathering* (of your money) card series, the full rules/maps/counters for a new reader created micro game, a list of rule modifications for *Diplomacy* and *Warp War*, a look inside the finer points of 20th Century arms for *Fudge*, a recipe for Pasta De Panzers (a quick to cook tasty meal for a long game season), a *WffNProff* variant to model quantum physics, a scattering of logic puzzles, the latest installment of web resources for PBEM/PBNet apps and servers, as well as assorted art work and other articles.

You might also find an article covering the *Power Puff Girls* game; my 7 year old loves to play this board game. I got hooked on it and found that it actually teaches some good foundation skills that will prepare her to play more complex games in the future. I can almost imagine her beating me in a game of *Third Reich* any week now. So a review of this game, maybe some rules variants, extra pieces, etc. would fall well within Countermoves charter. I know for some members this will be an unread article, but for the parents in the crowd it might be just the thing to spark a connection of gamming between them and their kids.

Much of what gets into Countermoves will come from you. Since its inception back in September '01 I have gotten enough material for two good-sized issues from people who liked the idea of the zine. Once we have a few issues under our belt we will get more people into writing more articles, submitting new games and adding in artwork. If there were anything you would like to see here all you need to do is create it. So long as it fits in the Countermoves charter (see above) it will be more than welcome.

I will go more into the hows and whys of Countermoves near the end of this issue in a column called End Notes. You will learn how to join in the fun of creating the parts that make up Countermoves, how to help distribute the  good works across the globe and also get a look at why this all came to be.

For now though, its time to dig into the zine and enjoy a few games.

Let loose the hounds, the games afoot.

Tom Higgins **Editor - In -Chief**



There are many options for Windows users to acquire an easy to install Linux environment that will cohabitate with their existing Windows setups. Gone are the days where thinking about using Linux meant making hard and messy options that could wreck your hard drives. Mandrake Linux [2] is currently the easiest to install and will fit Linux right along side your Windows setup. Once installed you will have the option to run either Windows or Linux each time you boot up. Inside Linux you will be able to get to all your Windows files, though you will not be able to get to your Linux files from Windows. Windows users will feel right at home with the new advancements made to the user interfaces like KDE and Gnome. Another thing to remember, with some of the other items mentioned in this article you should be able to actually run your favorite Windows applications while your inside your new Linux environment.

One solution for Windows users that does not require a full install of another operating system is Cygwin[3]. Cygwin is not strictly an emulator but rather a series of smaller applications that allows Windows users to run Unix programs. Recently there has been a push to get a full-blown Unix environment ported [4] over to Cygwin such that you could simply be using Unix applications as you would any Windows app. At 0$ US the price is hard to beat.

Unix users have other options as well. WINE [5] is a Windows layer that has been in the development cycle for years. It is now getting robust enough to run most Windows applications right inside Unix. It is constantly being worked onto allow a wider range of applications to be run.  Like many Linux applications the price is right at 0$ US.

A commercial option for Linux users to run Windows applications is Win4Linux.[6] Like Vmware Win4Linux allows you to run the full Windows Operating System right in a window on your Linux desktop with out having to reboot  into Windows itself. The price is about 90$US

Mac users have had a great solution for a few years in an application called Virtual PC [7]. A full install of Windows can run inside a window on the Mac desktop allowing the use of nearly any Windows application.  Prices start at about 100$ US with options that include a full legal installed version of Windows 98 or 200 for about 250$ US

All of these programs and solutions vanish if a developer codes their Play By Net application to run on several Operating Systems natively.  By using development tools that are supported by more than just one Operating System you can side step the whole messy issue.  Perl, Python, Java and a few other development tools are able to create programs that can be run by Window, Mac and Unix users all with the same base code. There are several projects in the works that use these tools and they just might leap frog over the whole messy cross Operating System issue. In future Tech Decks we will look into these upcoming Play By Net applications.

The technical issues of Operating Systems and Compatibility are something we all have to deal with to game with each other but they should not become the overwhelming force that makes or breaks our gaming. Being aware of the options will allow you to make an informed decision about how you use your computer quicker and with better, long lasting results. This will free you from having to deal with daily technical issues and get to the real focus of using computers, playing games with other gamers.

[1] http://www.vmware.com/
[2] http://www.linux-mandrake.com/en/
[3] http://www.cygwin.com/
[4] http://debian-cygwin.sourceforge.net/
[5] http://www.winehq.com/
[6] http://www.netraverse.com/products/win4lin30/
[7] http://www.connectix.com/products/vpc4m.html

# The Tech Deck

*The Tech Deck is a regular Countermoves feature which will focus on technical issue gamers have to deal with.*

The Holy Grail of war gamers these days is being able to play any game, any time, with anyone where ever they happen to be. For years now gamers have been wrangling with Play By Mail (PBM) and Play By Email (PbeM) but often playing via mail means altering the game rules to fit the media. Opportunity fire, hidden movement, and many aspects of cards get mangled in the process of making a game playable via mail or email.

Computer based applications have come a long way to making things a bit easier to play games these ways but at the end of the day there are still many methods and behaviors that can not be handled easily. What it all comes down to is getting back to the old face to face methods of play.

Time, geography and social constraints are set against this ever happening again. Thankfully an equalizer has come into its own in recent years, the Net. The Net offers a method to connect gamers across time zones and geography.

The possibility the Net offers is playing anyone, anytime, anywhere. Several of the computer based applications made to help in PBM and PbeM are beginning to make the move to including use of the Net to play real time. Finally games can be played as they were written without having to twist and turn the rules.

Thoth, Qub, Cyberboard, VGC, and VASAL are amongst the top contenders for being able to reach the holy grail of gaming in the next year.

Most of these applications are very much tied to one particular Operation System. This would mean that users of Windows applications will only be able to play other Windows users, Linux gamers will only be able to play Linux gamers and so on. It would be next to impossible for the game developers to create applications that can play across all the operating systems.

One answer to this problem can be found in applications that allow other Operating Systems to run on your system. At its best this would allow the user of any Operating System to use the applications of any other Operating System. Linux users would be able to Cyberboard and Windows users could play games on QUB to mention just a few possibilities.

For Windows and Unix users there is a commercial application called VMware[1]. It lets you created spaces on your hard drive that act as the home for other operating systems. These Operating Systems run just like any other app on your native Operating System. No messy rebooting or partitioning is needed. If you were a Unix user you could use it to install Win98 and run it in a KDE window, if you were a Windows user you could have Unix running in a window along side your other Windows applications. VMware is a powerful tool and it comes with a powerful price, about 300$ US.
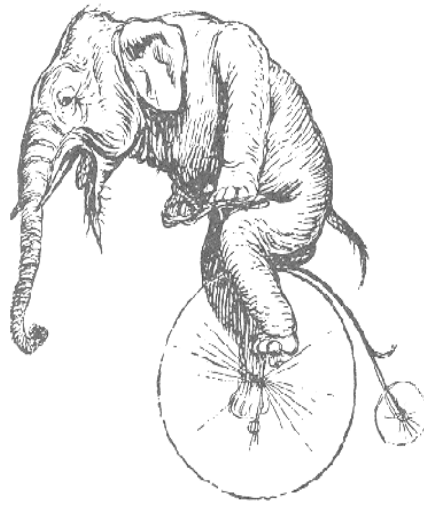
# Needful Things

Welcome to the first installment of Needful Things, a column where you will find various items and places that will help you play and develop games.

What is it that we all need more of in our gamming live? Time is the most obvious answer; if you find someplace selling time please drop me a line, I need a few years worth to actually get to all the games I want to play. Since we can't buy time the next best thing are items that save time. If I could add up all the hours I have spent looking for just the right graphic, forcing a program to do more than it was made to do, trying to get an idea out of my head and on to paper I would probably have enough time to run several sessions of *Third Reich* and a few runs thru the entire *Forgotten Realms* saga.

Fonts are a great example of the little things that become big problems.

Cumberland Games [1] is the brainchild of veteran game developer S. John Ross. He has dubbed Cumberland Games the **"finest pretzel cart in adventure gaming"**. One the site you will find aids for role players many of which can be had in downloadable PDF format. What really sparked my interest in the company were its Fonts.

Fonts are where the rubber hits the road when it comes to writing. Ideas flow from the brain down to the fingers across a keyboard and then onto the screen. Once there they are either printed and read or just plain read from the screen; either way the words are now the things that will convey that original idea to the reader. Often times the ideas require a certain mood, a feel, a tone that can be shaped not only by the images the words create but how the letters of those words are displayed. This is where fonts come in.

Fonts are the typeface. They can look like the ABC's of your school days or they could morph and twist into a thousand different shapes. Each shape will help convey a different mood; each mutation can take a word and wrap it up in a different custom.

S John Ross is a self confessed fontaholic.  He has a passion for the way letters look on the screen or on the page. To this end he pumps out fonts that help game developers create unique works in ways not usually seen. There are gothic looking fonts that would fit well into Cthulu style games, antique fonts that make any words appear aged and worn, runic fonts for the harsh Viking feel and letterings that look more handwritten then typeset. Many of these fonts are free for the grabbing and there are even links to learn how to created some of your own fonts.

Fonts mean much more than just letters over at Cumberland Fontworks [2]. Images are crafted into the spaces of fonts in a manner that moves way beyond text. One example of this is the Hex Paper Font. This is one of those simple concepts that you never realize you need till you use it once. With just seven characters you can create full Hex, Square, or Isometric maps. As if this was not easy enough the fonts are made such that particular point sizes equate to particular scales, 72 point is 25mm, 100 point is 35 mm, and so on up and down the scale.
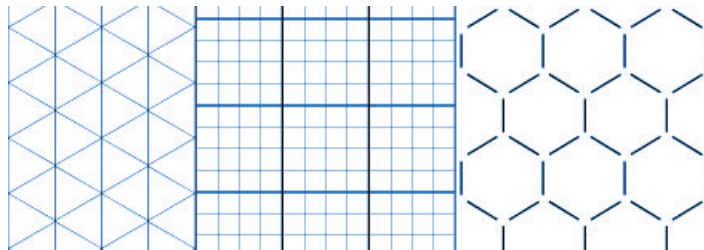


*An example of the HexPaper Font*

If you use the Gimp, Photoshop or any program that will let you layer objects this font is a massive time saver. You can use it to keep your maps to scale, realign existing works, and put grids on non-grided works.

Another set of non-letter based fonts is the Sparks collection. This is yet another item you will find at Cumberland Games that will make you smack your head for not coming up with yourself. Sparks are paper miniatures, each letter in a font set being a character both front and back along with the fold for the bottom.

# Gaming With The Kids
## By Devlyn Davis



I have a seven-year-old son, Bishop.  Anybody with a kid knows that it can sometimes be challenging to find stuff that you can do together that you both relate to.  For instance, I like a good Saturday morning cartoon session same as the next guy, but this Pokemon stuff...I just don't get it.  My son, however, is just as Pokemon crazy as most of the other kids his age seem to be.  Of course, as parents, we have to overcome our own preferences and allow ourselves to be a part of our kids' interests, whether we 'get it' or not.

Still, it's nice when your interests and your kid's meet somewhere in the middle.  For us, Pokemon, of all things, was the thing that brought us to a common ground.  My son, like most kids, enjoys playing games.  And I'm an avid gamer, just 'this' side of a full-on game geek (I say that with the utmost affection.)  Well, as it turns out, we discovered the Pokemon CCG about a year ago.  The cool thing about this game is that it allows my son to collect and 'battle' his favorite Pokemon and it allows me to spend some very enjoyable time with my little boy.  And, what do you know, the game is actually a pretty good one.

We didn't stop with the CCG...we've added to our collection the board games Pokemon Sorry! and Pokemon Training Master.  The Pokemon Sorry! game is basically Sorry! with the Pokemon theme and a few twists.  Pokemon Training Master is a surprisingly fun board game.  But the really cool thing is that we have since moved beyond just the Pokemon themed games.  With the skills and patience my son has learned from those games, I have been able to introduce him to Battle Masters, RISK!, Monopoly, Star Fleet Battle Force, and Full Thrust.

So now, our interests have truly come to a common ground where we can 'relate' to each other.  He plays some of the game I enjoy and I can speak to him intelligently about Pikachu and Jiggly Puff.  Oh, I'm involved in many more aspects of my son's life.  School, sports, friends, etc.  But our gaming time is 'our' time.  We do let Mom play when she wants (even though she has a nasty habit of winning) but for the most part, Bishop and I are just fine spending some time together sending our Pokemon into battle...

| 5.2.0 | Buildings | Many buildings are hardened structures, capable of withstanding several attacks. These buildings are assigned a DEF score and a number of Structural Points (SPs). If an attack is successful, it does an amount of SP damage equal to the ATT score. A wound result does 1/2 damage, rounded down. When a structure reaches 0 SP it is destroyed. |
|---|---|---|
| 6.0.0 | **Combat** | |
| 6.0.01 | Combat Modifications | The weaponry used in these battles is assumed to be high-powered stuff. Thus even a near-miss may obliterate a target. To represent this, attacks only need to roll 1 or higher than the defender to succeed, instead of the normal 2 or higher. |
| 6.2.0 | Spillover Effect | Any unit in the same hex as a unit undergoing an attack also undergoes an attack at the same time, but at -3 ATT. This is from blast effect, shrapnel, stray rounds, EMP, etc. Each unit in the hex undergoes a separate attack, with a separate attack roll. |
| 6.3.0 | Attacks During Movement | High-speed, computerized weapons systems allow for amazing accuracy even when firing from a high-speed platform. Units may declare an attack at any point during it's movement phase. If a unit does so, other units may not combine their fire with the attack unless they are in the same hex as this unit. Units moving together in a stack may combine fire with each other. After the attack is resolved, the unit may continue moving if it has left-over MPs. The unit may not attack again in the standard attack phase. |
| 99.0.0 | **References** | |
| 99.1.0 | Resources | Free maps and counters compatible with this Gameset can be found at: http://countermoves.net. The playing pieces are in image files that should have accompanied this document. |
| 99.2.0 | Terminology | |

Miniatures are the one part of gaming I have always recoiled from. Pewter and lead miniatures require painting, care and collecting; they become a full time hobby unto themselves. By moving the miniatures to paper 99% of the hassle is gone. If you want a miniature you simply call up the right Sparks Font, hit the right letter, scale it up, print it out, fold and tape. Done. You can even get fancy and color them in if you want. If you should happen to spill ice tea on one of them during a heated session of play, no problem; you just print out another one.

The Sparks Miniatures are vectored True Type fonts. This means that you will be able to scale these miniatures as large or as small as you need them and they will still look good.
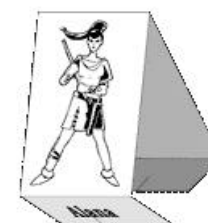


*An example of a Sparks Paper Miniature Font*

Many of the Sparks sets are free for the grabbing. There are many Spark fanatics who are building up the Sparks Scrapbook of freeware sets. Other sets cost a few bucks and are well worth the price.

There is much more to be found over at Cumberland Games. Like all good web sites things keep getting adding as time goes on. There is an email list that will keep you informed when new items are put up.

[1] http://www.io.com/~sjohn/cumberland.htm
[2] http://www.io.com/~sjohn/fonts.htm

## A Solitaire Game of Sniping in World War I
### By Walter O'Hara

NO MAN'S LAND is copyright, 2001, by Walter O'Hara. All Rights Reserved.

Having recently read the excellent Sniping in France With Notes on the Scientific Training of Scouts, Observers, and Snipers, by H. Hesketh-Pritchard, I became hopped up to try to simulate sniping activity in the trenches during World War I. Note that this isn't a very "game-able" concept to some, representing a very cold-blooded and solitary activity. Still, Pritchard's book did convey the excitement of the hunt to me, and if we can rise above our disdain for the subject matter, I think there's a nice game of solitaire in there somewhere.

### The Game

This is a variant of solitaire, which seems appropriate for the subject matter. There's nothing more solitary than a sniper, according to Hollywood notions *(in real life, snipers operate in teams, with an observer and sometimes a loader nearby, but that's bogging us down in details)*. In this game, the player is assumed to be a corporal assigned to a sniper post, somewhere on the Western Front in 1917. The corporal hopes to do a workmanlike job of dispatching his countries' enemies as a means to promotion, fame, and the thanks of a grateful nation. The game is played entirely with a single standard deck of playing cards and a piece of paper to keep score with. Aces count as ones and jokers are discarded. NML is played in rounds, with a progressive score to determine the level of victory.

### • Step One: Prepare the Three mini-Decks

The player must use a standard playing deck to prepare three smaller decks: TARGET, CONDITIONS, and SHOOT.

- The **Target Cards** are all of the Royal cards (every suit)
- The **Condition Cards** are the Clubs, numbered 1-7
- The **Shoot Cards** are everything else, including Clubs 8-10.

Shuffle these 'mini-decks' thoroughly, and place them side-by-side in front of you.

---

This is the VEG Gameworld. It is the beginnings of a world where huge tanks, heavily armored vehicles and mobile infantry duke it out in the near future. Even in its early stage you can see the basics of a Gameworld and the possibilities it holds.

| 0.0.0 | Indicia | V.E.G. - A Game World for the Countermoves Generic Microgame Engine (CGME). Public Domain, 2000, 2001. |
|---|---|---|
| 0.1.0 | Contributors | Stephan Beal |
| 1.0.0 | Introduction | V.E.G. (or VEG) is a game world for the Countermoves' Generic Microgame Engine, representing slightly futuristic armored ground combat. V.E.G. means ``Virtually Exactly like that other Game''. |
| 1.1.0 | Background | The premise: Late-21st-century combat. Blow up the Other Guy. |
| 1.3.0 | Requirements | CGME Core Rules |
| 2.0.0 | Turns | |
| 3.0.0 | Units | |
| 3.1.0 | Infantry | Infantry counters are provided in groups of multiple infantry ease of play, but a Destroy result against a stack of 3 infantry only kills one of them. Infantry counters can be split up or combined at any time during play. |
| 3.1.01 | Attack Bonus | Infantry units get a +1 ATT when attacking units at range 0. |
| 4.0.0 | Movement | |
| 4.0.01 | Attacks During Movement | See 6.3.0 |
| 5.0.0 | Terrain and Climate | |

| 5.1.0 | Terrain Type Chart | | | | |
|---|---|---|---|---|---|
| | | Infantry, Walker | Wheeled, Treaded | Hovercraft | Notes |
| | Plains/Clear (5.1.01) | 1MP to enter | 1MP to enter | 1MP to enter | |
| | Stream (5.1.02) | No Effect | 1MP to cross | 1MP to cross | Crosses hex-sides only. |
| | Water (5.1.03) | 2MP to enter 1DEF | May not enter | 1MP to enter | River, lake or ocean. |
| | Woods (5.1.04) | 1MP to enter +2DEF | 2MP to enter | May not enter | Relatively heavily wooded area. |
| | Bog or Swamp (5.1.05) | 1MP to enter +2DEF | May not enter | 2MP to enter | |
| | City (5.1.06) | 1MP to enter +4DEF | 2MP to enter +2DEF | 2MP to enter +2DEF | |
| | Crater (5.1.07) | Craters are highly radioactive, and are therefore Hazards: Any unit entering must make an immediate attack at an ATT value of 5 minus their DEF. A 1DEF Infantry would take a 4ATT and a 4DEF armor unit would take a 1ATT. | | | |
| | Road (5.1.08) | Units entering a hex on a road may ignore the underlying terrain for movement purposes, paying 1 MP to enter the hex. Combat bonuses are affected as per the underlying terrain. Combat penalties for underlying terrain may be ignored. | | | |

| | | | |
|---|---|---|---|
| 4.0.0 | **Movement** | Movement is determined by **MOV** modified by Terrain (5.0.0), damage and possibly other factors. Each hex costs a certain amount of **MOV** points to enter; some Terrain requires more than others to travel into and through( see 5.1.0). A unit may not enter a space if it lacks the **MOV** points to do so. | |
| 4.1.0 | **MOV Limits** | If MOV is denoted in the form ``**MOV**3/1", that means the unit may move a maximum of 1 hex even though it has 3 **MOV**. This can represent powerful, but slow, units which can force their way through tough terrain. | |
| 4.3.0 | **Stacking** | Each hex may only be able to hold a certian number of units. Each Gameworld or Gameset will define the exact number for each hex type. | |
| 5.0.0 | **Terrain & Climate** | Terrain and climate may increase or decrease **MOV**, **ATT**, **DEF** and **RNG**. | |
| 5.1.0 | **Terrain Type Chart** | Each Gameworld and/or Gameset will have a chart which shows the cost in **MOV** to enter and any effects on **ATT**, **DEF** and **RNG** . | |
| 6.0.0 | **Combat** | The attacking player picks any number of units capable of making at attack against a single target. The player rolls 1d6 and adds the **ATT** scores of all attacking units. The defending unit rolls 1d6 and adds its **DEF** to the roll. If the attacker's total is 2 or more higher than the defender's total, then the defender is destroyed, otherwise the defender is unaffected. In a combat roll, if the attacker ties the defender or wins by one, this is called a wound result. Some Gamesets may treat these specially. | |
| 6.1.0 | **Range** | An attacker may only attack units within it's **RNG** (**RNG** 0 means it may only attack other units in it's hex). | |
| 99.0.0 | **References** | | |
| 99.1.0 | **Resources** | James F. Dunnigan's Wargames Handbook http://www.hyw.com/Books/WargamesHandbook/Contents.htm Universal Wargame Engine http://uwe.rootonfire.org | |
| 99.2.0 | **Terminology** | | |
| 99.2.01 | **Gameworld** | The 'world' a game occurs in. Example: World War II, Fantasy, Space Opera | |
| 99.2.02 | **Gameset** | The specific event the game simulates within a Gameworld. Example: The Battle of the Bulge, The Siege of Mordrop, The Asteriod Belt Revolt | |

- **Step Two: Draw a Target**
Draw a target and refer to this table:

| CARD | TARGET | DEFENSE/SCORE |
|---|---|---|
| Z | King of Hearts: **The Kaiser himself**, inspecting the trenches on a visit. Multiple target: 2 staff | 10/25 (staff 5/5 each) |
| Y | Queen of Hearts: **General with Staff** Staff of 1.  Multiple target: 1 aide | 7/18 (aide 5/5) |
| X | Knave of Hearts: **Captain of Artillery** | 8/5 |
| Z | King of Clubs**: German Sentries** (2) Multiple Counterattack, 1 Shoot Card | 9/6 each |
| Y | Queen of Clubs: **Artillery Crew** (3) Multiple | 9/12 each |
| X | Knave of Clubs: **Guard Dogs (3) and Handler** Multiple | 4/4 per dog 7/8 per handler |
| M | King of Spades: **German High Command** Multiple 4 targets | 8/15 each |
| I | Queen of Spades:  **Enemy Sniper** Has Counterattack – 2 Shoot Cards | 11/20 |
| k | Knave of Spades: **Downed Pilot** trying to reach his own lines. Symbolic Morale victory. | 7/12 |
| M | King of  Diamonds: **Counter Sniper** (stalking YOU) Has Counterattack – Three Shoot Cards. | 9/18 |
| L | Queen of Diamonds: **Forward/Artillery Observer** Hides well, but a very valuable target, hence the high points. | 7/14 |
| K | Knave of Diamonds: **Company Cook** Serving Chow. Quite Damaging for Morale, hence the high point score. | 6/12 |

## • Step 3: Draw The Conditions (1-7 Clubs Deck)

Draw from the smallest CONDITIONS DECK to see if weather or the environment affects your shot.  Refer to this table.

| Club Card | Condition and Penalty |
|---|---|
| 1 or 2 | Calm, No penalty to Shot |
| 3 | Breezy!  1 Card Penalty |
| 4 | Gusty! 1 Card Penalty to start.  Draw Another Card.  If you draw a 1-3, the penalty is still 1 Card.  If you draw 5-7, Take another Card penalty |
| 5 | Fog… 2 Card Penalty |
| 6 | Rain… 2 Card Penalty.  Draw Another Card.  If you draw a 1 or 2, the rain lets up for a half an hour (only 1 Card Penalty) |
| 7 | A Ferocious Gale… 3 Card Penalty |

*Table 1: Environmental Conditions affecting the Shot*

## • Step 4: Make the Shot

Draw 5 Shot Cards.  Subtract any Conditions penalty you drew in Step 3.  Refer to the Table below.  Add up the Force Numbers per the card drawn.  If your total cards applied to a shot are greater than the target's defense number, the shot hits home.  If you draw the remaining three club cards (8-10), hits are automatic.  If your total cards drawn are lower than the target's defense number, your shot is a miss.  However, if you have more RED cards in your hand than black, it is a close miss.  If you have more BLACK cards in your hand than red, it is a wide miss.  More on this in multiple targeting, next.

| Clubs | Strength | Hearts | Strength | Spades | Strength | Diamonds | Strength |
|---|---|---|---|---|---|---|---|
| 8 | R.B.T.E. | 1 | 5 | 1 | 2 | 1 | 1 |
| 9 | R.B.T.E. | 2 | 3 | 2 | 3 | 2 | 2 |
| 10 | R.B.T.E. | 3 | 5 | 3 | 4 | 3 | 3 |
| | | 4 | 4 | 4 | 5 | 4 | 4 |
| Note: **R.B.T.E**. means "Right between the Eyes"… an automatic hit. | | 5 | 2 | 5 | 6 | 5 | 5 |
| | | 6 | 5 | 6 | 1 | 6 | 2 |
| | | 7 | 3 | 7 | 3 | 7 | 3 |
| | | 8 | 4 | 8 | 5 | 8 | 4 |
| | | 9 | 2 | 9 | 4 | 9 | 5 |
| | | 10 | 4 | 10 | 3 | 10 | 6 |

*Table 2: Shot Numbers per Card Drawn*

# CGME CORE RULES Version 1.3

| 0.0.0 | Indicia | Countermoves Generic Microgame Engine (**CGME**). Public Domain, 2000, 2001. |
|---|---|---|
| 0.1.0 | Contributors | Alphabetically: Stephan Beal, Trevor Blake, Devlyn Davis, Tom Higgins, Scott Jewell |
| 1.0.0 | Introduction | The Countermoves Generic Microgame Engine (**CGME**) is a fast, flexible conflict simulator. The CGME is entered into the public domain; feel free to create scenarios using the CGME and to modify the **CGME** to your own needs. |
| 1.1.0 | Background | These rules are meant as set of building blocks from which games can be created. They are not set in stone; modifications and additions are encouraged. For a more complete explanation of game related terms and development methods see 99.1.0 |
| 1.3.0 | Requirements | You should have some general knowledge of wargaming before you read these rules, as they build off of common wargaming mechanics (see 99.1.0). For the sake of space examples of play are left out. You also need at least one die (d6). |
| 1.9.0 | Rules Precedence | When these rules conflict with variants of these rules or with real life (laws of inertia, etc.), follow this list of precedents moving from least important to most important: 1. CGME Core rules 2. CGME Gameworld rules 3. CGME Gameset rules 4. Referee, if applicable 5. Having Fun |
| 2.0.0 | Turns | The first player moves none, some or all of their units. The player may attack with none, some or all of their units. A unit may attack without moving. No unit is compelled to attack. After the first player has moved and attacked with all the units they wish to within the rules of the game, the next player moves and attacks in the same manner as the first player. Once each player has moved and attacked, the **Turn** is over. The first player begins the next **Turn**. |
| 3.0.0 | Units | Each unit is represented by a counter, usually a square of stiff paper, a miniature of some sort, or even some bits on a computer screen. Each unit may represent one or more persons or objects. Each unit has a value for Attack (**ATT**), Defense (**DEF**), Range (**RNG**) and Movement (**MOV**); these values are generally between zero (low) and six (high), although they can be lower than zero and higher than six. |

The UWE is an ongoing collaborative work that helps game developers work with and create a growing set of building blocks to craft wargames. From this project came the idea for the CGME, a subset of the UWE that aims to be easy to learn, fun to play, and free to get.

The CGME Core Rules are the basic building blocks that could be used to make a Microgame. Think of them as atoms. With just these core rules you will not be able to play much. What you can do with them though is build up Gameworlds that take the CGME Core Rules and fill in the details of the game setting you want to play.

The Gameworlds are the source documents that will add the detail to the Core Rule's atomic structure. They will describe things like a worlds terrain, the units available, their strengths and weaknesses, the climate, special rules that modify combat resolution, new rules that cover things like horse back ridding, vector space ship movement, and just how to handle a Vogon star destroyer that has wandered into your Medieval Fantasy realm.

By building off the same Core Rules and by using the Gameworlds you have created, or have been created by others, you can then build up Gamesets to cover the specific events to play out. For example, by using the CGME Core Rules coupled with the CGME Space Gameworld you could build a Gameset to play interstellar battles, trade wars across colonial star systems, early 1970's Soviet vs. US orbital conflicts, and many more.

If a Gameworld does not cover all the details you need to play out your event, you are free to haul off and add in what you need, modify what is there and hopefully make it available so others can use it.

Since its official start on the Countermoves Yahoo Group a few months ago the project has released its first stable version of the core rules and the beginnings of several Gameworlds to build Gamesets with. Work is constantly going on not only to make the core rules easier to work with but to craft Gameworlds to play in.

Over time and with use CGME is only going to get better.

In futures issues of this zine you will find new Gameworlds, Gamesets to play and any major changes to the core rules.

Here are the CGME Core Rules v 1.3. For the most recent changes and stable releases to the core rules, and to see what Gameworlds and Gamesets folks are working on , head over to the Countermoves Yahoo Group at
**http://groups.yahoo.com/group/countermoves/**

## Multiple Targeting
Some targets are multiples—there are more than one potential target available in your sights.  There are two ways to score hits on multiple targets: intentionally (aiming at them) or by accident (missing your primary target).

## Intentional Aim Method
In the target table, you are given the defense statistics of the potential target and any other possible targets as separate scores.  To hit more than one target intentionally, you must divide your five-card hand into smaller hands to attack separate targets with.

**Example:** You may be shooting at The German High Command (Four targets at  Defense 8, Score 15 each).  You draw a five card hand with the 8 of clubs, the 5 of Spades, the 1 of Diamonds, 6 of Hearts and 7 of Hearts.  You can divide your cards in the following way (presuming you drew a CALM conditions card and did not have to sacrifice any):

- The 8 of Clubs is applied to ONE target (instant RBTE) – one general down.
- The 5 of Spades (Shot Number 6) and 1 of Diamonds (Shot Number 1) and 7 of Hearts (Shot Number 3) all add up to 10, which is greater than a defense of 8, so another general down.
- The remaining card, the 6 of Hearts (Shot Value 5) is not enough to nail the last general, so he breathes a sigh of relief and ducks.
- The last general doesn't get shot at.

## By Accident Method
When you get a CLOSE MISS (higher red variety) on a multiple target, draw 2 extra cards and choose the lowest point value target available.  If you surpass the target's defense rating, you get the hit (Sloppy shooting, but at least you scored something).
 *Note*: You may not combine methods—i.e. perform an intentional multiple attack, then turn it into a By Accident method.

## Counterattacks
You think the targets just sit there waiting to be shot at?  Hah!  Three of the targets on the list have the ability to shoot back: The German Sentries, the Enemy Sniper, and the Counter Sniper.   Each counterattacking unit draws a number of cards equal to the special notes for that target.  The target fires at you as if you were a defense 9 target.  If you lose this contest, the game is over.
***Note***: Conduct Counterattack AFTER making a shot attempt. Attacks/Counterattacks are considered simultaneous… i.e., the target always makes the attempt.

## • Step 5: Write Down your Score, Repeat Round

Keep a tally for this round of how many points you have scored. Reshuffle SHOT CARDS, but not TARGET OR CONDITION CARDS, between rounds. Repeat the round described above in steps 1-4 for five rounds. CONDITIONS stay the same between rounds, and TARGET cards are not reshuffled between rounds.

## • Step 6: Level of VICTORY!

After five rounds, you should have a hefty score built up. Compare to the following ranking table to see if you get promoted (victory!)

| SCORE | RESULT |
|---|---|
| 1-25 | Back to Scout Sniper School and loss of stripes for you! |
| 26-36 | Official Notice by the Brass |
| 37-42 | Promotion: Sergeant |
| 43-50 | Field Promotion: Lieutenant |
| 50 plus | Field Promotion: Captain |

*Table 3: Level of Victory*

## The Countermoves Generic Microgame Engine (CGME)

Quick to play, easy to learn, inexpensive in price…these are some the attributes of the Microgame. The golden age for this type of game came in the late 1970's thru to the early 1980's. Game developers like Metagaming, Task Force, Yaquinto, and Steve Jackson Games took the game world by storm with their slim packages of gaming goodness. It was from these early days that games like *Ogre*, *Car Wars*, *The Fantasy Trip*, and *Star Fleet* all took root.

For the most part Microgames were hex map and paper counter based games usually depicting a particular conflict of some sort. They cost from 2$ to 10$ US, came enclosed in zip lock baggies, the maps were smallish, the counter not fully die cut and the rule book often in black and white. Value wise they were priceless.

By the mid 1980's the bottom fell out of the game market. Many of the game developers went out of business and their games took up residence in Out-of-Print limbo.

The spirit of the great Microgames never really went away. Steve Jackson Games is still publishing many of its older titles and even updating them with new material. Smaller game developers like Fat Messiah Games continue to put out great Microgames. Many fans of these games have taken up the slack and have been creating variants, modifications and alterations to the old games while creating new ones to enjoy.

The Countermoves Generic Microgame Engine (CGME) is the brainchild of Stephan Beal. His work on game rules and applications to help play these games over the net has given birth to the Universal Wargame Engine (UWE) project.
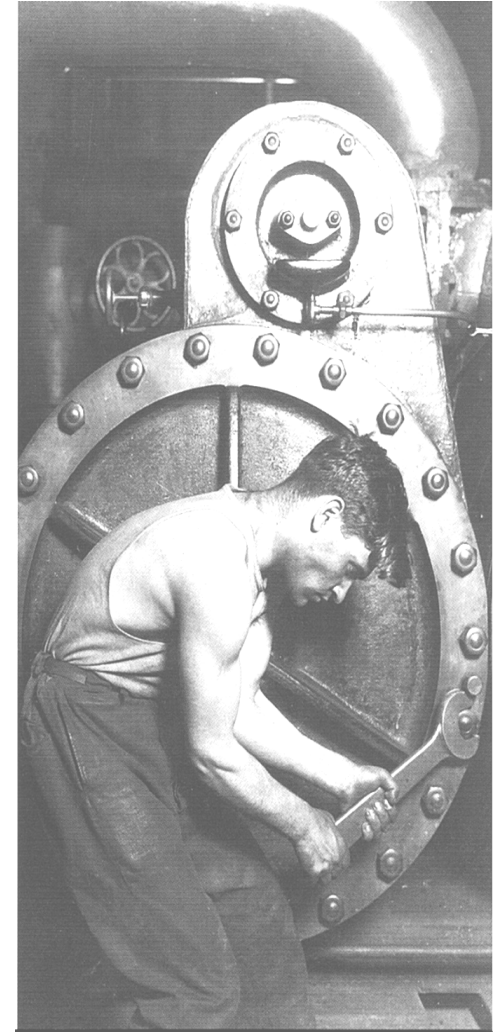
One of the key ways *Magic* differs from Nomic is that the players are not altering the rules rather the game developers are doing it for them. The players are back to simply playing the game for a set goal and then periodically mutating their game style to fit the new card sets. Magic also made these rules changes items of scarcity, that is the cards with the new rules and abilities were published in limited runs. Cards with rules that gave the player the best advantages were printed in less numbers than more common rule cards. This opened *Magic* to the wide world of card trading. The art of the deal to acquire the best rule cards becomes as much of a game to many players as the playing of the game itself.

The idea of a Nomic like game using cards is the core idea for Dvorak [3]. Dvorak itself is a core set of rules for playing Nomic like games with a set of redesigned or user made cards. Dvorak is also a web site run by Kevan Davis that houses the rules, the mutations and all the information a player or designer needs to get into the game.

Dvoark can be played in one of three ways.

- You can start with the core rules and a card deck created by some one else.
- You can start with the core rules and a deck you and the other players create collaboratively.
- You can just start with the core rules and work at odds with the other players to make a card set that ensures your victory.

The core rules of Dvorak are fairly easy to learn much as Nomics are. They are the foundation for base game mechanics and rule mutation. Over the course of the game though the cards can take precedence over the core rules.

The Dvorak players have created more than a few decks to start games off with. There are decks about mediaeval warfare, hacking, horror, science fiction, abstract themes and a Dvorak version of the board game *Candyland*.

Like the Nomic and *Magic* fanatics, Dvorak players have worked out ways to play real time over the Net. This opens up the pool of potential players to just about anyone with a modem and Net access. It also opens up the development process to more and varied collaborations.

Over time Countermoves hopes to present articles that not only delve deeper into these games but other games that blur the line between rules and goals, between the stability of game balance and expandability of the game itself. If you have any ideas or articles please send them to countermoves@wsmf.org

[1] http://www.nomic.net/
[2] http://www.wizards.com/magic/
[3] http://uncertain.org/~kevan/dvorak/links.html



# Who Is Warp Spawn Games?
## By Tom Higgins

There are as many ways to game as there are gamers to play them. There are gamers who pick a theme and stick with it most of their lives. There are die hard role players, hard dice roll players and anti dice hard tech players. There are board game aficionados and card game fanatics. There are folks who like to move around the hexes and those who wont map the territory of their playing.

Then there are those who like to mix it all up.

Precious few resources exist for this type of gamer; one such resource is Warp Spawn Games[1].

Warp Spawn is home to a motley crew of game developers and players who revel in creating games as much as they do in playing them. The lead mad scientist in this laboratory of gamming is Lloyd Krassner who has been running this site since 1997.

The site itself is Spartan to look at, but what it lacks in graphics it makes up for in game rules. Lloyd and the Warp Spawn regulars have been churning out game rules at a break neck speed for the last few years; the count for 2001 is now over 70 and climbing.

Game types range from pure card game to roll-and-move board games to hex game to role-playing to combinations of all of the above. There are many different types of game mechanics to choose from as well. The rule sets are broken into thematic sections; there are sections for **SF**, **Fantasy**, **Historical** and the infamous **Other** as well as a place of **Universal Game Systems**. Each of these sections is further broken down by time period or subtype.

Many rule sets you will find are mostly text files. Very few have any sort of graphics, maps or unit counters. These are left for others to work on. In some cases there are graphics available either as image files or as **Thoth** [2] game sets. The big advantage to a **Thoth** game set in this case is that the individual graphical items are not hidden in the gamebox; they are available to be manipulated and customized as files.

The good news is that over time and with more people using Warp Spawn Games the more ready-made graphics there are to play with. If you can not find these ready made gems for the rules set you are wanting to play then its up to you to create them and hopefully offer them up to the site so that others can use them as well. A lot of what goes on at Warp Spawn is centered on this act of causal collaboration and sharing.

Sharing the games or variants you have created with the rest of the Warp Spawn crew gets the game played more and thus it becomes a better game for the playing. Play testing is a powerful tool in the developmental cycle of a game.

The act of making a game has become a game for the Warp Spawn game makers. Trying out combinations of types, tweaking rules sets, merging different mechanics and methods all are evident in the rules sets found here.  You can get a glimpse of what goes on in one game developers mind on Llyod's **Brainstorming** page. There is also an open channel of discussion between the users and developers. This comes in the form of a message board. It's a simple text only web message board but it works to get the conversation and critiques flowing.

A **Review** and **Essays** page gives players and developers alike a place to hammer out the workings of the games; the good, the bad and the ugly. Often what doesn't work can be has helpful to making a better game as what does work. Hearing from the developer and the players is a great way to get a look into some of the games.

The biggest strength Warp Spawn has going for it is not its flashy graphics (there are few) or its professional publication ready games (these games are as raw as they come, rivaling even CheapAss Games [3] ) or even its detailed rule sets (some of these games are as abstracted from their source material as a Pollack canvas). What Warp Spawn has is a down in the muck attitude where the game comes before the detail and the developing is as much fun as the playing. It's a schloberknocker no holds barred game development site that offers as wide a range of game styles as I have seen represented in any one place. It has a core group of members who are quick to help and dedicated to the idea that everyone is a game developer just looking for a chance to come out and play.

[1] http://www.angelfire.com/games2/warpspawn/index.html
[2] http://digilander.iol.it/zak965/thoth/
[3] http://www.cheapassgames.com/

(Countermoves is pleased to be able to offer a Warp Spawn Game in our first issue. If all goes well we should make Warp Spawn Games a regular feature here. )

# Pulling The Rug
# From Under Your Feet
## By Tom Higgins

Games are based on rules; this is the one commonality all games share. Under all the graphics, all the historical settings, all the phasers, tanks and ancient weapons there are rock solid rules to learn and observe.

Most games have rules sets that are clearly spelled out and forever set in stone.  Once you had the game rules in your head you were set to play the game from then on.

Most games, but not all. There are games that treat rules with less permanence than what you might be used to, games where the rules are a good place to start but not the end of the road.

The first game I came across where this sort of rules mutation was built into the very core of the game was Nomic [1]. Back in the early 1980's Douglas Hofstadter was writing the games column in Scientific American, a task he took over from Martin Gardener. In one column Hofstadter wrote about a game invented by Peter Suber, called Nomic.

The game starts off with an initial set of rules. The rules lay out the basic game play and the mechanics for how new rules can be added as well as old rules changed.  The rules become the playing field and the playing field changes as you play on it. Over the course of the game the very fabric of the game can twist and mutate so that you are playing a very different game than what you started with.

Nomic was  the game that started me wondering how the rules and the goal of the game interact. With most games you use the rules to reach a goal, a victory condition, or an objective. In Nomic you could well play yourself into a game with no end in sight, where the mutating of the rules becomes the point of the game. Of course you will be playing with other people whose ideas of the games point will be different, thus from turn to turn even the rules that govern changing the rules may change. You might think your playing a purely procedural, rules for rules sake game, only to find that it becomes a goal driven one.

Over time I found other games that did some of this rules mutation. One famous rules mutation game is *Magic The Gathering* [2]. There is a core set of rules and then there are the rules on the cards. The rules on the cards take precedence over the core rules such that as new cards are released the very nature of the game changes.

The idea of rules mutation via new cards opened up the playability of Magic beyond its original card set. If certain flaws in the game balance were found new cards were published to over come them. There is an official allowed card list for tournament play that ensures a well-balanced game can be had. Old cards that open flaws or imbalances in the game are disallowed while new card sets are rotated in on a clocklike timetable.

There was a time when certain strategies could win most games of Magic but over time new cards were published that altered the balance of the game. Once powerful decks had to be retuned, new cards needed to be purchased. Over time the cycle of disallowed cards and releasing new ones had its die-hard players calling the game  *Magic, the Gathering of Your Money.*

### 3.4.2 Eating Treads

Eating tread units does not cause a Weapon Effect Chit to be drawn. They are simply eaten.

Some alternate rules for eating treads are:

- Draw a chit for treads, exactly as per other weapons. Drawing a Fragments chit for treads is very messy indeed, and drawing a Grow is like giving out free vitamins to the Green Things.
- If a Green Thing successfully attacks treads it does tread damage as normal, then the Green Thing undergoes a number of Dice to Kill equal to what the Ogre would do when ramming a smaller Ogre.

### 3.5 Weapon Effect Chits

Unless specified here, Weapon Effect Chits have the exact same effect as in *AGTFOS*.

### 3.5.1 Fragments

When a number of fragments is rolled choose one hex adjacent to the exploding Green Thing. Place all fragments, one per hex, starting with the chosen hex and going clockwise until all fragments are placed. If the fragment lands in a hex containing a crater, infantry or an Ogre it is automatically destroyed.
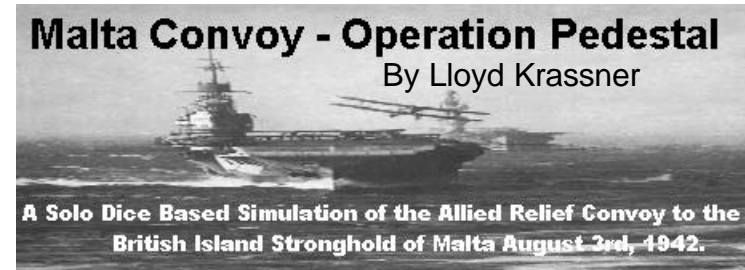
### 3.5.2 Stun

Treat this as Disabled. Disabled Green Things may not Grow.

### 4 Other Possibilities...

Some suggestions for other possibilities:

- Use the *G.E.V.* rules for stacking, overruns and terrain (treat Green Things as infantry for terrain purposes, but do not double their ATT).
- Treat an Ogre more like Lead foot the Robot, and force all Green Things within a single-turn's movement of an Ogre to attack only the Ogre. Once the Ogre is immobilized, one Green Thing must eat it, drawing a Weapon Effect Chit (and then returning it to the cup).
- If you feel that it takes too long for the armor units to get to the back of the board, you can shorten the distance between the attackers and defenders. One option is to move the defender to the left side of the map and the attacker to the right side, instead of top and bottom. If you do this you should also reduce the number of attacking armor.
- If you're feeling really crazy, treat each type of armor unit or Ogre weapon as an unpredictable weapon - draw an effect chit the first time a unit of a given type fires on a Green Thing. This does away with ATT scores of armor units altogether - any semblance of game balance is lost at this point. But it could be great fun. :)
- Allow Green Things to travel through craters. Turn the craters into nests, each containing an egg at the start of the game.
- Allow Cruise Missiles. These should not be used unless the Green Things have a way to take them down or somehow avoid them (maybe they've captured a laser emplacement).
- Ignore the Green Things counter mix and allow any number of Green Things. This can lead to some massive, messy battles.

Please send feedback to stephan@wanderinghorse.net.

# Malta Convoy - Operation Pedestal
## By Lloyd Krassner

A Solo Dice Based Simulation of the Allied Relief Convoy to the British Island Stronghold of Malta August 3rd, 1942.

### MATERIALS

- Paper or a copy of the Game Sheet at the end of these rules
- Pen or Pencil
- One or two six sided dice

### CONVOY COMPOSITION

| Ship Type | Number of Ships | Notes |
|---|---|---|
| Cargo Ships | 3D6 | Merchant Men |
| Oil Tankers | 1D6 | |
| Aircraft Carriers | 1D3 | |
| Cruisers | 1D6 x 5 | Warship |
| Destroyers | 1D6 x 10 | Warship |

- Record how many of each type of ship you have.

### LENGTH OF JOURNEY

- The game will last 20 + 1D6 Turns
- Make a column of that many boxes on a piece of paper. Number the boxes.

### FRIENDLY WATERS

- The convoy will not be attacked for the first 1D6 turns.

### COVERING FORCE RETURNS

- When you are halfway through the trip roll 1D6 for each of your remaining Aircraft Carriers.
- On a roll of 4-6 they return to their bases with 3 +1D6 warships each.

### CONTACT

- Every turn make one contact roll.

| 1D6 | Contact | Notes |
|---|---|---|
| 1 | Dumb Luck | -1 to this roll next turn |
| 2-3 | No Contact | Turn Ends. |
| 4 | Recon Plane | +2 to this roll next turn |
| 5 | Surprise Contact | Force Size –1 |
| 6 | Contact | |
| 7 | Sortie | Force Size +1 |
| 8 | Attack Force | Force Size +2 |

## ENEMY FORCE

- If contact is made roll to see what type:

| 1D6 | Type | Notes |
|-----|------|-------|
| 1 | U-boats | Force Size –1 |
| 2-3 | Italian Air force | Attack Rolls –1 |
| 4-5 | German Air Force | Attack Rolls +1 |
| 6 | Combined Air Force | Force Size +1. |

## FORCE SIZE

- Roll 1D6. The result of this roll is the Force Size of the enemy force.
- The Force size is a minimum of 1 with Modifications.

## INTERCEPTION

- Make 3 Interception Rolls.
- Make one additional roll for every Aircraft Carrier you have.
- Make one less roll if all of your cruisers are destroyed.
- Make one less roll if all of your destroyers are destroyed.
- For every roll of 1 on 1D6 the size of the attacking enemy force is reduced by one.

## ENEMY ATTACKS

- Roll a number of times equal to the enemy force size:

| 1D6 | Damage |
|-----|--------|
| 1-2 | Miss |
| 3-4 | Ship Damaged |
| 5-6 | Ship Destroyed |

## TARGETS

- If a ship is damaged or destroyed make a Target roll to see which type:

| 1D6 | Type |
|-----|------|
| 1 | Tanker |
| 2 | Cargo Ship |
| 3-4 | Aircraft Carrier |
| 5 | Cruiser |
| 6 | Destroyer |

- If there are no Aircraft carriers left treat the result as a Cargo Ship.
- If you already have a damaged ship of a certain type and you get another 'Ship damaged or destroyed' result for that type there is a 1-3 in 1D6 chance that the damaged ship

### 3.2 Ogres attacking Green Things

All Ogre weaponry may be used against any Green Things for full effect - a number of damage dice equal to the ATT score of the weapon. Yes, AP guns also work.

### 3.2.1 Ogres Ramming Green Things

Ogres may ram Green Thing Eggs and Fragments without losing any treads. Larger Green Things are too agile to effectively damage by ramming. Ramming Green Things is treated exactly as per the rules for ramming infantry in *Ogre* - entering a hex containing multiple eggs or fragments destroys one of the Green Things automatically if the Ogre has any AP guns left. Even without AP, Eggs and Fragments may be rammed using the standard rules for ramming armor units (except that there is no tread loss). An Ogre may not use both the AP and ramming during the same movement point. Example: Ogre with 8 APs moves 1 hex into an area containing 3 eggs. The Ogre must choose whether he wants to kill one egg by ramming or by AP - he may not do both. He may spend another movement point, stay in that hex, and make the choice again if he likes. The game effect is the exact same either way, so don't sweat it.

### 3.3 Green Things Attacks

When Green things attack human units, treat the Green Thing's attack dice as an ATT score. So, an Adult Green Thing will have an ATT 4 attack. Green Things may only attack units in the same hex, and may combine their attacks. After a successful attack the Green Thing *must* eat the target. If more than one Green Thing participates in a successful attack, the Green Things player must choose which of his surviving Green Things eats the destroyed unit. Eggs may not eat.

### 3.3.1 Eating Infantry

When a Green Thing eats an infantry it grows exactly as if it had eaten a Znutar crewmember. A Green Thing may only grow once per successful attack against infantry, regardless of how many are actually eaten. If multiple Green Things participate on a successful attack against stacked infantry, the Green Things may divide the kills amongst the attackers, possibly growing more than one Green Thing (but never growing a single Green Thing more than once per attack).

### 3.3.2 Eating Armor and Ogre components

When a Green Thing eats an armor unit or Ogre component of a given type for the first time a Weapon Effect Chit is drawn, exactly as if that armor unit or Ogre component had been used as a weapon using the *AGTFOS* rules. A chit is drawn only the first time a unit of a given type is eaten, and the chit is put aside next to a counter of that unit type (or on an Ogre record form) to show what effect eating that type of unit has on Green Things.

### 3.4 Green Things attacking Ogres

Green Things attack an Ogre just as they do any other unit, following all the same rules as for armor units attacking Ogres. The Green Things do some things a bit differently, however:

### 3.4.1 Riding Ogres

When a Green Thing enters an Ogre's hex, it jumps on board the Ogre. The Ogre will automatically carry it around until it is "wiped off" or chooses to leave. If a "hitchhiker" lays an egg while riding an Ogre, that egg is also carried along on the Ogre. The Ogre may only use AP guns to shoot at it's hitchhikers; the other weaponry cannot target so close to the Ogre itself. Units friendly to the Ogre may fire at hitchhikers to help remove them; an Ogre is immune to spillover fire, after all.

The attacker gets 35 Armor units and 20 infantry. The attacker is referred to as "the Human", but can be made up of any standard *Ogre* or *G.E.V.* units. Ogres may be purchased at standard armor trade values, and at least one is highly recommended. Infantry may not be traded for armor. The attacker moves first and enters from the bottom of the board. If purchased, GEV-PCs come with 3 Infantry included.
The game is played until only one player has units left on the board.

***Big Fat Hairy Warning:*** The starting armor unit count for the attacker is not clearly balanced. These numbers need some tweaking.

### 1.2 Turn Summary
1. Attacker first move phase.
2. Attacker Attacks.
3. Attacker second move phase.
4. Green Things Grow.
5. Green Things Move.
6. Green Things Attack.
7. Repeat.

The Green Things turn phases are followed as per the ***AGTFOS*** rules, including the restriction that a Green Thing must end it's movement when it enters a hex containing an active enemy.

## 2 Movement
Green Things move at *double* their printed move scores. That is, an Adult Green Thing moves at Speed 4 and may enter hexes containing enemy units (but end their movement for the turn if they do). Green Things are treated as Infantry for terrain purposes.
Green Things may stack up to 5 per hex. Fragments and Eggs count as 1/2 of a unit for stacking purposes. This limit is in addition to any enemy units in the hex!
Human units may only stack as per the *Ogre* rules (i.e., only infantry may stack), and may not move into or through enemy units.

## 3 Combat
### 3.1 Attacks against Green Things
Unless contradicted later by unit-specific rules, all rules in this section apply to standard units of all types available in *G.E.V.* and *Ogre* .

When targeting a Green Thing, instead of making a ratio you roll one die for each point of ATT. Thus, a Heavy Tank rolls four dice, and two G.E.V.s combined with three infantry would roll seven dice. The result is resolved exactly as per Dice to Kill in *AFTFOS*. Attacks against Green Things in the attacker's hex are treated as if they happen at range 1, exactly as per *Ogre* rules.

When firing on a hex containing multiple Green Things, one Green Thing is the primary target and the rest suffer spillover damage similar to the *G.E.V.* spillover rules: each stacked unit suffers an attack equal to half the attack dice rolled against the primary target. Roll separately for each stacked unit.

Spillover fire is not calculated for attacks made against Green Things in the attacker's hex. (For more of a splatter bath, calculate spillover in this case!)
Neither Infantry nor Ogres get an ATT bonus when attacking units in the same hex. (This replaces the double ATT rules from *G.E.V.* )

No units except Ogres may effectively ram Green Things.

## OPTIONS
- You may take an option at the very beginning of your turn. You cannot take another option if you are currently using one.

### DECOY OPTION
- Once during the trip you may send out a dummy convoy.
- Target rolls +2 for 1D6 turns.
  - Get 1 less intercept roll

### SPLIT OPTION
- Once during the trip you may split up the fleet (Every ship for himself).
- Force Size –1 for 1D6 turns.
- Contact rolls are at +1.

### EVADE OPTION
- Once during the trip you may take an evasive route.
- Contact rolls at –2 for 1D6 turns.
- Game length increases by 1D3 turns.

### SCREEN OPTION
- Once during the trip you may set up a screen of warships to face the enemy routes of advance.
- Get two additional Intercept rolls for 1D6 turns.
- Attack rolls are at +1.

## SCORING
- Start with 100 points.
  - Lose 2 points for every cargo ship lost.
  - Lose 1 point for every cruiser lost.
  - Lose 3 points for every tanker lost.
  - Lose 5 points for every aircraft carrier lost.
  - Gain 1 point for every Interception.
  - Lose 10 points if all of your Tankers are destroyed.
  - Lose 10 points if all of your Cargo ships are destroyed.

(Ed. For historical background on this game, and to see how well you fared versus the actual event, look to one of these web sites http://www.usmm.org/malta.html or http://maltaconvoyaug42.freewebspace.com/)

# Malta Convoy
### A Warpspawn Game

**SCORE**

| | |
|---|---|
| - 2 Cargo | |
| - 1 Cruiser | |
| - 3 Tanker | |
| -5 Aircraft Carrier | |
| - 10 all Tankers | |
| - 10 all Cargo | |
| +1 each intercept | |

| 100 |
| 90 |
| 80 |
| 70 |
| 60 |
| 50 |
| 40 |
| 30 |
| 20 |
| 10 |

**Target**

| | |
|---|---|
| 1 = Tanker |
| 2 = Cargo |
| 3 - 4 = Aircraft Carrier |
| 5 = Cruiser |
| 6 = Destroyer |
| No Aircraft - result = Cargo Ship |
| 2 x Damaged - 1-3 in 1D6 sink. |

**Contact - 1D6** / **Next Turn**

| | | |
|---|---|---|
| 1 | Dumb Luck | -1 |
| 2-3 | No Contact | Turn Ends |
| 4 | Reconnaissance Plane | +2 |
| 5 | Surprise Contact | Force -1 |
| 6 | Contact | Force -1 |
| 7 | Sortie | Force +1 |
| 8 | Attack Force | Force +2 |

**Enemy Contact**

| | | |
|---|---|---|
| 1 | U-boats | Force -1 |
| 2-3 | Italian Air force | Attack -1 |
| 4-5 | German Air Force | Attack +1 |
| 6 | Combined Air Force | Force +1 |

**INTERCEPTION = 3 x 1D6**

| | |
|---|---|
| Each Aircraft Carrier | +1 Roll |
| All cruisers destroyed | -1 Roll |
| All destroyers destroyed | -1 Roll |
| 1 on 1D6 - enemy force size | -1 Roll |

**Enemy Attack - D6 = Force Size**

| | |
|---|---|
| 1 - 2 | Miss |
| 3 -4 | Ship Damage |
| 5 - 6 | Ship Destroyed |

**Force Size**

**AC**

**Cargo**

**Tanker**

**Destroyer**

**Cruiser**

Malta

Gibraltar

**Use Once in a Game**

Decoy: Target +2 for 1D6, Intercept Roll -1
Split: Force -1 for 1D6, Contact Roll +1
Evade: Contact - 2 for 1D6, Game + 1
Screen: 2 Intercept Rolls for 1D6, Attack +1

**Length of Journey**

20 + 1 D6

**Covering Force Return**

4 - 6 Carrier(s) return with
3 + 1D6 warships

**Friendly Waters**

1 D6 from Start

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# The Awful Green Things from the Ogreverse
### *Unofficial rules for mixing Steve Jackson Games' Ogre and Awful Green Things From Outer Space games.*
by Stephan Beal and Francisco J. Cestero

**Ogre**, **Ogreverse**, **G.E.V.** and **Awful Green Things From Outer Space** are trademarks of Steve Jackson Games, Incorporated (http://www.sjgames.com/). You will need the rules from **Ogre** and **AFTFOS** to use the material in this article.

Doctor Peter Hegerani had been studying the curious new arrivals since they had suddenly appeared a few hours before, directly after the strike of what was arguably either a stray missile or a meteor about a hundred kilometers off. Drones and missile-based probes had provided some information, but he still had no clear picture of what exactly he was looking at.

"What are they, Doctor?" the admiral asked of his top Intelligence officer.
"We really don't know. What we do know is that they're huge," he paused, not sure how to continue. "They're extremely fast - quicker than our tanks. And they're multiplying like mad."
"What, they're big alien rabbits?" the admiral grinned sardonically.
"Aliens? Could be. Could be nanotech for all we know. Their metabolism is so fast that they go from egg to maturity in under an hour. They appear to be able to devour anything, including at least one drone and two landed probes. We've got a facinating shot of one's mouth." The admiral frowned. The doctor continued, "The word 'epidemic' does come to mind, Admiral. The Green Plague, perhaps," Hegerani nodded solumnly as he spoke. "If we're going to cure it, we'll need to do it soon."
[A few hours later...]
The eggs were well guarded. A group of Adults had wandered forward, keeping an eye out for encroaching natives. As Buurkuo began to doze, his one eye falling shut, he caught a change in the air ahead. A moment of deep concentration brought him to the conclusion that it was a dust cloud caused by movement of something Very Big. He ran quickly to Vjuueuk, who had already noticed it by the time Buurkuo had arrived, panting with the effort of sprinting.
"Hgggloopa?"
"Vjoerk, tk blagh."
"Brmmm..."
"Hmmm?"
"Ehh?"
"OGRE!"
And so the slaughter began...

## 1 Basics
AGTFO depicts an attack on an alien breeding ground by a large group of armored units sporting tactical nukes and other powerful battlefield technologies. The aliens don't have any weapons, but they've got a digestive tract, which could possibly make Einstein rethink the fact that matter cannot be destroyed. They can eat anything, including your billion-dollar tank. Eating high-cost modern weaponry has unpredictable effects on Green Things, however; results range from painful explosion to sudden advance or reversal of maturity level.
The game is played on the original Ogre board. Players may wish to expand play by using the rules and maps from **G.E.V.** and other expansion sets.

### 1.1 Setup
The defender (the Green Things) rolls one die and consults the starting units chart per the **AGTFOS** rules. Those units may be placed anywhere on or behind "the line of craters", as defined for the standard **Ogre** scenarios. During setup no more than one Green Thing may be placed in any one hex.